

# Benjamin Resnick

data science | user research | product

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## Professional Experience

Amira Learning

2020 - **Data Scientist**

Teaching kids to read with AI, as a seed-stage employee at a Series B startup which has received investment from Google and Amazon.

2019 - **Product Developer**

Promoted into a data science role after building a BiLSTM that detects oral reading miscues. Currently focused on the application of contrastive, semi-supervised, and multimodal modeling techniques, with applications to audio-based (e.g. ASR-like) neural networks.

Developed code that personalizes our software's teaching methodology for each student's needs, working with leading reading scientists. Led the front end dev and design of a React.js "teacher app". Fine-tuned UX through evaluative and generative user research within elementary schools.

IBM Watson Data

2017/2018 - **Product Manager**  
(IBM Immersive Insights)

Worked at the intersection of design and dev from IBM's worldwide Design HQ, creating new SaaS products for managing big data. In my last role, guided product vision for an augmented reality-based data analysis tool. Helped grow our team from 4 to 10 employees, presented directly to IBM's CEO and board of directors, and won a Spark design award.

2016 - **Quant User Researcher**  
(IBM Analytics Portfolio)

2015 - **Lead Front End Dev**  
(IBM Janus Graph)

Co-created IBM's AR/VR design language, and led training workshops for new designers. Was part of the team that created IBM Janus Graph and brought it to market.

Strobe Labs

2014 - **Developer**

Proposed designs and implemented functionality for the "Crowdsurf" concert venue audience analytics platform, working across the front-end and node.js middleware at an early stage startup.

## Education

Brown University - B.A. Computer Science, B.A. Interactive Multimedia (2014)

UMass Amherst - Semester in Design/Build (2013)

## Tools & Methods

**Data** - Tensorflow/Python/pandas, modeling and visualization

**Dev** - FED (React.js/ES6/redux), AR/VR (Unity/C#), UX (Figma/Sketch)

**User Research** - Contextual inquiry, usability, instrumentation, synthesis

**Product Management** - Roadmapping, vision decks, agile, gantt